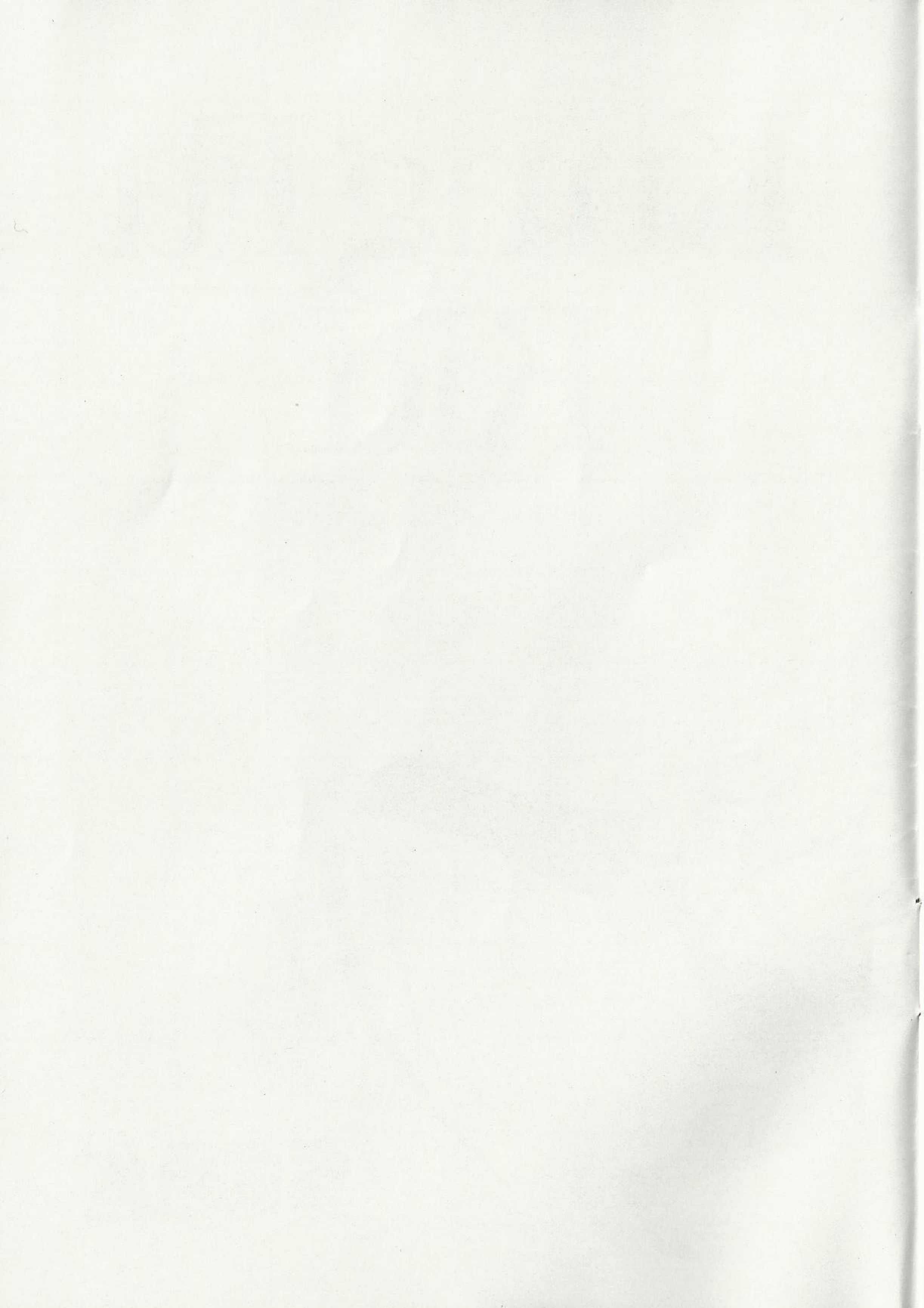


Kung Fu Kid™



SEGA®



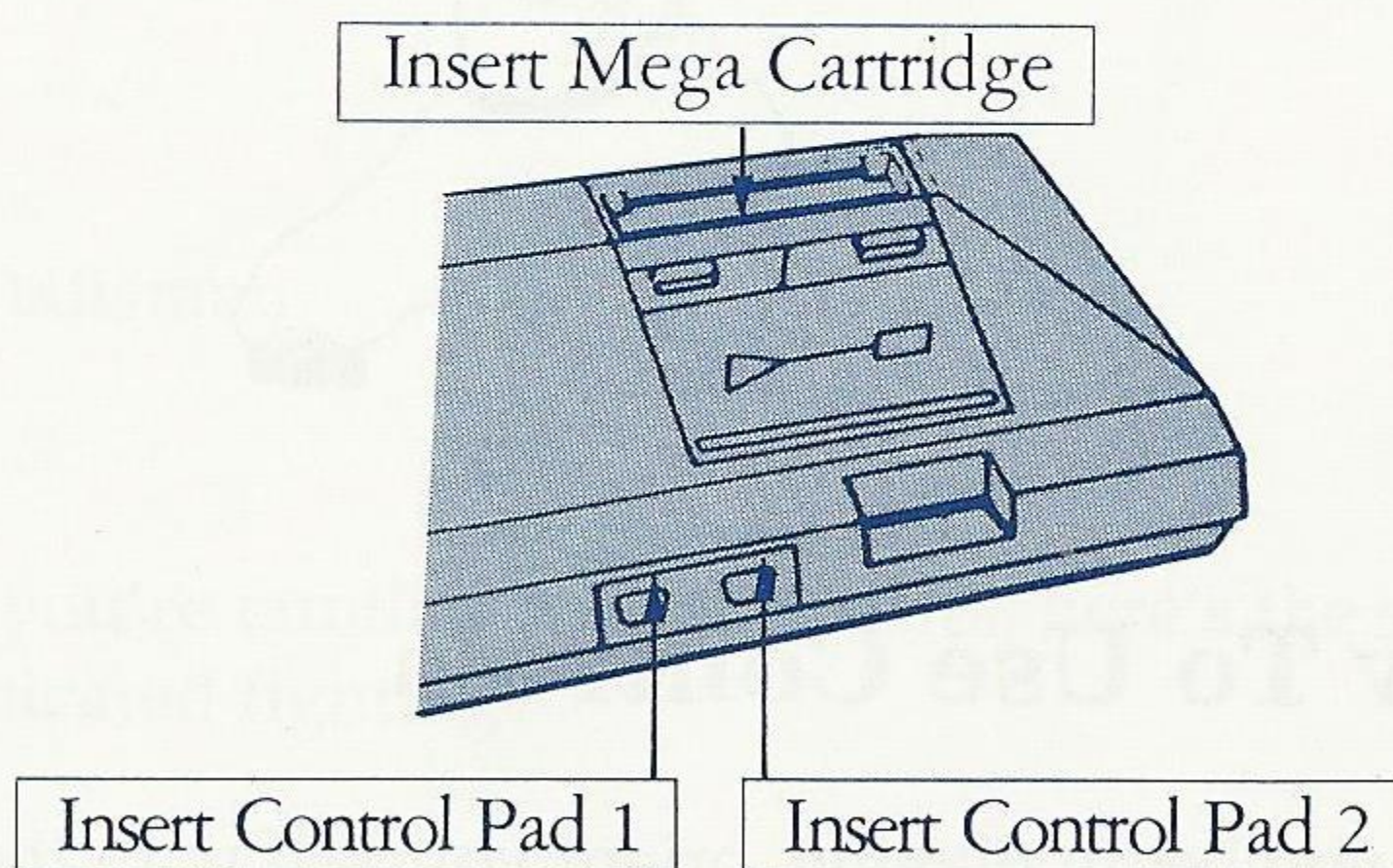
Loading instructions: Starting up

1. Make sure the power switch is OFF.
2. Insert the KUNG FU KID™ cartridge in the Power Base (shown below) by following instructions in your SEGA SYSTEM™ manual.
3. Turn the power switch ON. If nothing appears on screen, recheck insertion.

IMPORTANT: Always make sure the Power Base is turned OFF when inserting or removing your Sega Card/Cartridge™.

For 1 player: Press Button (1) on Player 1's Control Pad.

For 2 Players: Press Button (2) on Player 2's Control Pad.



The Kung Fu Challenge

You're about to confront Madanda, the unnatural evil one, in a battle to avenge the death of your Kung Fu Master, Tayron. In order to reach Madanda's domain, the Lion's Castle, you'll have to defeat hordes of his loyal demonic servants.

Are you prepared for this challenge? Fortunately, you're blessed with the mysterious talisman that gives you supernatural strength and protection against even the most dangerous enemies. Your talisman is in the guise of a magical amulet, so use it wisely.

You'll have to survive 7 rounds in all to destroy Madanda and his number one henchman, Kyong Shi. So start your trek to the castle with both eyes open, the dangers are everywhere.

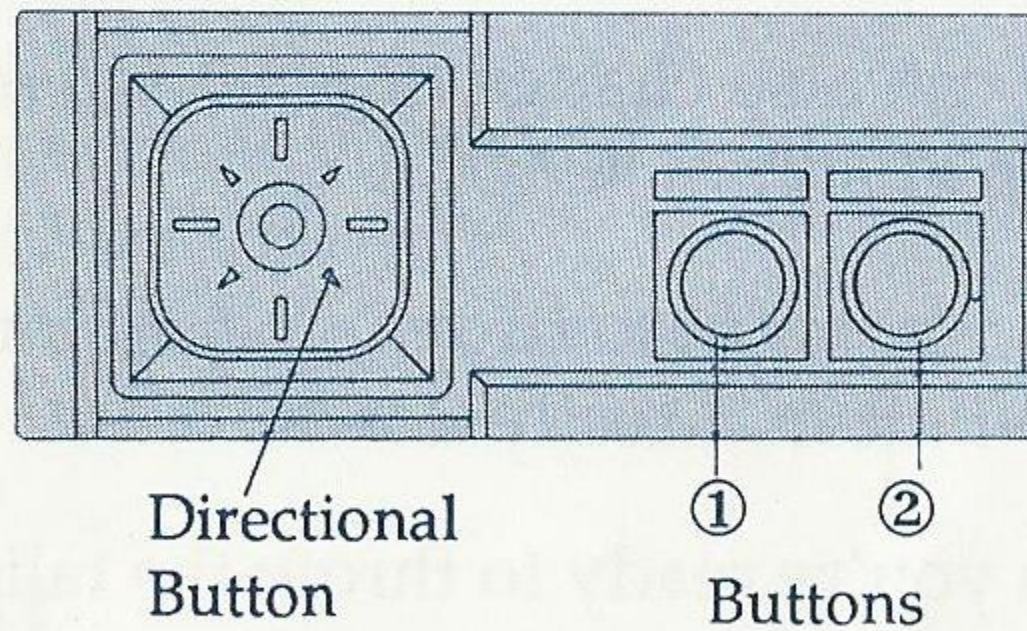


How To Use Controls

Before you begin playing, orient yourself with the movements and functions each button prompts.

Individual Functions:

Each Button on the Control Pad prompts its own critical move.



Your Directional Button (D-Button):

- Moves Wang to the right and left
- Squatting position and direction of talisman

Button 1:

- Jumping

Button 2:

- Throws talisman
- Kicks

Now that you're familiar with the basics, here's the set-up for sophisticated fighting.

Directional Button Functions:

Depending which direction you want to move towards, press your D-Button in that direction for Wang to move.

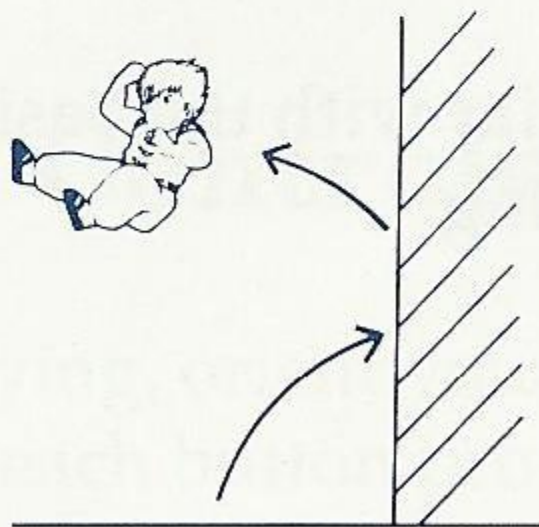
- Wang can also change direction in mid-air, so use your D-Button at all times.
- When you want to drop into a squatting position, press the D-Button directly down.
- When you're ready to throw the talisman, use your D-Button to guide its direction.

Jumping:

Whenever you're ready to jump, use your D-Button to guide your direction and then press Button 1.

- When you want to jump straight up, you can ignore the D-Button.
- When you want to try a double jump, the set-up is as follows:

Approach the wall or obstacle and press Button 1 to get as close as possible. Then, when Wang is touching the wall, press Button 1 again and he'll jump for the second time with equal momentum.



Kicks:

Kicking can happen any way you want. Use your D-Button to guide Wang's direction and then press Button 2 for the kick.

- Wang can kick from a squatting position, so coordinate this move with the D-Button.
- Wang can also kick in mid-air, which you can coordinate with Button 1.

Take Control

Before you begin your journey, the following will guide you through game rules and regulations.

Life Meter:

Wang's life meter is located in the upper center of the screen. Every time Wang is damaged by enemies, his life meter will decrease.

- When the life meter is empty, Wang will collapse and will have two additional opportunities to fight again during this game.
- However, when Wang collapses the third time, the game will end.
- Wang will be awarded more life after he reaches 30,000 points. At this time, one additional opportunity to collapse will be given to him. After 30,000 points he'll receive this allotment in increments of one every 1,200 points. So, you can increase your chances for survival just by increasing your points. And you can acquire as many additional chances as possible.

Progress of Game:

There are seven rounds in total to survive before you are victorious. As soon as the game begins, the evil disciples and Kyong Shi will start attacking Wang. Wang will advance to the next round only if you can gain points and avoid damage.

Rounds 2-6 will help you continue your journey and it's not until round 7 that you'll meet Madanda.

Time Limit:

Every round has a fixed time limit. If Wang does not defeat all enemies before this time is up, the round will end and Wang will collapse.

Every time Wang collapses, he will begin at the start of his last round.

Victory:

When Wang has succeeded in overcoming Madanda, the game will end with the message, THE END, displayed on the screen.

Now Make Your Move

If you're serious about winning this game, you'll need to be aware of your strengths and weaknesses. Your protective devices are not as numerous as your enemies, but they are as powerful.

Talisman: Your talisman is powerful enough to defeat Madanda and Kyong Shi. It's also powerful enough to defeat any of their disciples.



- Your talisman can be found hanging in the air when you're attacking enemies. Jump in the air to grab it and notice that points are adding up in the left bottom corner. Each talisman is worth 5 points.
- You are allowed to throw your talisman 99 times during the game. The number of throws you've used will be screened for your information.
- Now the talisman will bring down different numbers of enemies. So don't believe that all talisman are alike.

Super Talisman: During round 2, a lobster will appear on screen. When you strike it down, your talisman will acquire superpower and efficiency to help you destroy the enemies.



During round 4, if you are lucky enough to destroy Kyong Shi, your power will be multiplied again. Or you'll go from talisman to super talisman as before.

- For both situations, your talisman will fly faster and farther. And its power will not decrease throughout the entire game.
- Be careful when going after super talisman. During round 4, if either the lobster or Kyong Shi reach the water, you're in trouble.

Jar:

You are awarded three jars in total to ward off enemy fire balls during the game.

- However, you can only use one jar for this purpose.
- They are hidden in round 5 and you can locate any one of the three by kicking walls in various places.
- This is dangerous business because kicking the walls will also summon the fireballs. The choice is yours.

Sweet Bun:

Sweet Bun is Wang's replenishment bread. Once he finds this, his life meter will be filled to capacity. Sweet Buns are available in round 3 and round 5.

- They are hidden near and in the wall. He can retrieve only one during the game by kicking and jumping around the wall. Once he discovers it, he should proceed with the game.

Scary Monsters:

Towards the end of every round, you'll confront a deadly enemy. When they appear, a second life meter will be screened so you can be informed of your progress during the ensuing battle.

- It will take several kicks to defeat them. Try not to use your talisman here. Its power is great and should be saved for the final battles with Kyong Shi and Madanda. Just fight your hardest.
- Once you've defeated this scary monster, the round ends and you're clear for the next round.

Cast of Cruel Characters:

It's time to meet the devilish disciples and their rulers who are after Wang.



MONSTER INDARA



LEE THE WITCH



GEROPPA - the toad



KYONG SHI



LIU & CHEN
acrobatic duo



ZOMBIE KING TAO



GIANT GORRIDA



RINRIN & MINMIN
2 little phantom girls



CHU-HO - magical
swordsman



BOXER MIAO



RONGWANG THE
PUZZLE WIZARD



MADANDA

Know The Score

In addition to the points you'll gain by defeating enemies, there are also bonus points generated from round to round.

Bonus Points:

Bonus points will be added after each round is cleared.

- If the time limit has not been exhausted:
Remaining time + 200 points.
- If the life meter has not been exhausted:
Remaining life + 200 points.

These will supplement your existing score.

Enemy Value:

Disciple A	200 points
Kyong Shi	200 points
Disciple B	300 points
Puppet	300 points
Big Kyong Shi	400 points
Zombie	400 points
Lobster	500 points
Toad	500 points
Fireball	400 points

Monster Indara	2,000 points
Lee the Witch	3,000 points
Geroppa the Toad	3,000 points
Acrobatic Duo Liu & Chen (each)	2,000 points
Tao the Zombie King	4,000 points
Gorrida the Giant	6,000 points
Rinrin & Minmin (together)	5,000 points
Boxer Miao	7,000 points
Chu-Ho the Magical Swordsman	8,000 points
Rongwang the Puzzle Wizard	9,000 points
Madanda the King Monster	10,000 points

The Final Word

- Timing of blows is very important. Dodge enemy attacks by jumping out of harm's way. That's the key to steady progress and ultimate victory.
- Unless you find the hiding place of scary monsters before your meter is low, you will not be able to defeat them.
- Learn how to use your life saving powers besides the talisman and save it for the most dangerous battles.
- Do not try to fight in place. You must keep moving forward because any contact with the enemy will cost you life power.
- The Zombie King will die faster if you attack his upper body first.
- The talisman will help you jump in giant leaps when you grab hold of it.

Scorebook

Name				
Date				
Score				

Name				
Date				
Score				

Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

90-Day Limited Warranty

Sega® Card/Cartridge

To validate the following 90-day limited warranty, your sales slip or proof of purchase should be retained at time of purchase and presented at time of warranty claim.

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Sega of America, Inc. warrants to the original consumer purchaser that this Sega Card™ / Cartridge™ shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective card/cartridge, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

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Sega of America, Inc.

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South San Francisco, CA 94080

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